

# Using the Calculator

The CALC session command invokes the ISPF calculator:

```

EDIT-PDS:MBE.COMN.SOURCE( ISPIDB) ----- +-----+2
  COMMAND====> calc                                !
000022                                           !          PF-Keys !
000023 Incompatibility:. The previous version who !          1 Help   !
000024           prefix an suffix, this v !          2 Command !
000025                                           !          5 Print  !
000026 Examples -          DATA-FORMAT *****C !          7 Up    !
000027           DATA-FORMAT = /*,*/ /* !          8 Down  !
000028                                           !          9 Mode(NHD) !
000029                                           !          NUMERIC !
000030 Get Data                                           !          10 Left !
000031 -----                                           !          11 Right !
000032 Syntax -          GET-DATA ( USING <local !          12 Clear !
000033                           <var-name> .. !          ===== !
000034                           END-GET !          0 !
000035                                           !          <--Input---- !
000036 Where -          <local-name> = Name of lo !          < Examples: !
000037           <var-name> = var-name(< !          < 12*33+5 !
000038           <index-definition> = (n) !          < - !
000039           <index-definition> = (n) !          < 126 / 2 !
000040 Explanation GET-DATA will restore vari !          < +452 !
000041           value of SAVE-DATA, from t !          < *A0 + H10 !
000042           the fields are taken from !          <----- !
000043           their name explicitly. +-----+

```

The calculator appears as a window on your screen and consists of two parts:

The bottom half of the calculator window is the input area into which you can enter the problem to be computed. You can enter numbers in the same line or in consecutive lines, as long as the numbers are preceded by the appropriate operator. Valid operators are:

- + for addition (default);
- - for subtraction;
- \* for multiplications;
- / for divisions.

Numbers can be entered as numerical digits or in hexadecimal format. If the data entered in the input line contains more than one operator, these will be evaluated from left to right, disregarding the arithmetic processing order.

After you have entered a computing problem in the input area and pressed Enter, the numbers reappear in the top half of the calculator in the order you entered them, preceded by the operator. The solution appears directly under the line separating the top from the bottom half. Note that you can modify values on the calculator to make corrections to the problem. The solution is immediately updated after you press Enter.

When the calculator is displayed on your screen, you can perform certain functions using the following PF keys:

<b>PF Key</b>	<b>Explanation</b>
PF1	Display help text on the input area and paper area of the calculator.
PF2	Use the calculation result as NSPF command: a window opens with the problem solution in it. You can use the solution to form a NSPF command which is executed when you press Enter. This is useful for example, if you want to find a hexadecimal result in a dump.
PF3	Close the calculator window, content is kept.
PF5	Print the contents of the calculation (destination can also be the workpool).
PF7	Scroll up list of the numbers in top half.
PF8	Scroll down list of the numbers in top half.
PF9	Toggle display among numerical digits, hexadecimal format, and numerical digits with two places after the decimal.
PF10	Move the calculator window to the left.
PF11	Move the calculator window to the right.
PF12	Clear the calculator for the next computation.